

Ahmet Ilten

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EXPERIENCE

Moira Labs

New York, NY

Founding Software Engineer of an indie game development studio

July 2024 - Current

- Published “The Lost War,” a real-time multiplayer strategy card game, on the **Epic Games Store**, achieving **over 300 users within the first month** of launch and **securing \$10,000 in funding**.
- Delivered a fully playable prototype within the first month and **published the game 3 months ahead of schedule** by advocating for and implementing **Agile/Scrum** methodology for a **team of 6 people**.
- Accelerated backend testing **by 6 weeks** by implementing a comprehensive command-line interface and a logging infrastructure using **C# .NET**.
- Enabled real-time gameplay by synchronizing the **Unity** client with the **AWS EC2 server** and building a foundational **asynchronous** animation infrastructure from the ground up.
- Led weekly beta testing sessions with **over 300 players**, iterating the features based on user feedback resulting in a **70% increase** in the amount of players understanding of core game mechanics after one match.

Segmentify

Istanbul, Turkiye

Product Management Intern at an e-commerce personalization company

July 2021 - August 2021

- Conducted in-depth analyses of **11 competitor products**, directly influencing product roadmap decisions.
- Identified and prioritized **6 critical issues** on the primary customer panel, leading to eventual improvements.
- Spearheaded the ideation and finalization of **5 must-have MVP features** for a new e-commerce module.

PROJECTS

Open Source Contributions ([Link](#))

December 2022 - Present

Open source projects spanning game engines, browser extensions, and developer tools

- Contributed 2 merged pull requests to official repositories of **Godot Engine**, one of the most popular open-source game engines with **90,000+ GitHub stars**, resolving critical documentation issues and non functional references.
- Built, released and maintained a **Firefox extension** that integrates a Pomodoro timer directly into the browser.
- Refactored portability measures for Stumpless, a widely used **C logging library** with **400+ GitHub stars**.

Echoes of Steel ([Link](#))

May 2023 - January 2024

High performance 3D Shooter Game published on Steam

- Self-published on **Steam**, garnering over **70%+ positive rating** as a solo developer.
- Delivered optimized game performance on PC by using **C++ and Unreal Engine 5** to develop a comprehensive combat system with animation-supported movement, melee attack, shooting, and reload mechanics.
- Streamlined asset and code management for a **50GB+ repository** by implementing a scalable **Perforce** version control system on a **DigitalOcean Droplet**.

Skeleton Smash ([Link](#))

September 2023 - December 2023

Retro themed first person shooter game

- Developed a first-person shooter using **WebGL and JavaScript**, entirely without a game engine.
- Implemented a custom camera system that simulated a 3D space by writing out **custom matrix transformations**.
- Created retro-inspired visual effects by procedurally manipulating textures in the fragment shader using **GLSL**.

EDUCATION

NEW YORK UNIVERSITY

New York, NY

Major in Computer Science | Minor in Economics | GPA: 3.5

September 2020 - May 2024

Relevant Coursework: Algorithmic Problem Solving, Applied Internet Technologies, Computer Graphics, Computer Systems Organization, Linear Algebra, Open Source Development, Operating Systems, Parallel Computing

Clubs & Activities: Generation Meditation (Treasurer), Tech@NYU

SKILLS

Tools & Technologies: .NET, AWS, Bash, C, C#, C++, CSS, Docker, Flask, GDScript, Git, GLSL, Godot, HTML, Java, JavaScript, MongoDB, NextJS, Perforce, Python, React, Rust, SQL, Unity, UNIX, Unreal Engine, WebGL

Software Development: Agile Development, CI/CD, Product Roadmapping